



**AMENDMENTS TO THE CLAIMS:**

This listing of claims will replace all prior versions and listings of claims in the application:

1-24. (Canceled)

25. (New) A game device having a RAM for storing data which are to be saved and related to a communication game, the game device comprising:

a controller having a backup memory for storing data to be saved;

means for controlling the communication game by connecting to a communication network;

means for transferring the data from the backup memory to the RAM and deleting the data in the backup memory when the game device connects to the communication network;

means for updating the data in the RAM depending on a process in the communication game; and

means for transferring the updated data from the RAM to the backup memory after the communication game is over.

26. (New) A method for managing data which are to be saved and related to a communication game to be processed by a game device having a RAM for storing data to be saved and a controller having a backup memory for storing data to be saved, the method comprising:

connecting the game device to a communication network;

transferring the data from the backup memory to the RAM and deleting the data in the backup memory when the game device connects to the communication network;

updating the data in the RAM depending on a process in the communication game; and

transferring the updated data from the RAM to the backup memory after the communication game is over.